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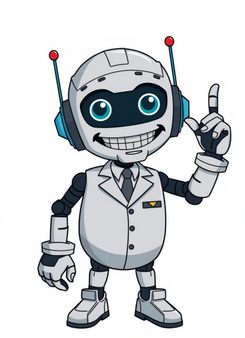

Our members have made a total of 508902 posts in 57233 threads, with 15999 members currently registered. We'd like to welcome our newest member, popdoo323. The most users online at one time was 19005 on Jun 23, 2025, at 0914 AM. When saving games in the regular way, such as playing Skyward Sword version 7719, where are the save files located? Is it possible to specify a different location for these files?I've been struggling to access the dolphin menu on my Galaxy s10+ since the interface has been updated in recent builds. The normal Android notification bar keeps coming down when I swipe down, making it difficult to get to the menu. I've tried disabling game launchers and tools, but still can't seem to pull down the dolphin menu.I'm also having trouble with the "screen shot" method, as even when I take a screenshot via the phone itself or use the dolphin screen shot option, the 3 dots button won't appear. Pressing the back button while in a game doesn't give me any options to remove on-screen controls either.The blue bar appears for a brief moment, but not long enough for me to click and it disappears when I try to go back to the app. I just want to get rid of the on-screen controls and know that selecting the 3 dots menu is the way to do it. However, I've been unable to find any options to remove them.It seems like this issue might be related to a recent update, as someone else mentioned in a previous post that they were able to hide on-screen controls by scrolling down from the in-game settings menu and selecting "Overlay controls".Configuring Dolphin Emulator Controller for Smooth Gameplay !!!Using Keyboard Controls on Dolphin Emulator - A Guide !!!For gamers who prefer using a keyboard over a real Wii controller or generic gaming controllers, knowing how to set up the keyboard is beneficial. This guide will help you configure your keyboard as the main controller for Dolphin emulator.Choosing a Classic Extension for Victorious Boxers Revolution and Simplifying Wii ControlsThe emulated version of Victorious Boxers Revolution can be frustrating, especially when it comes to using the Wii controller and Nunchuk. However, with the classic extension, you can enjoy a more streamlined gaming experience.One game that exemplifies this is Disaster - Day of Crisis, which utilizes almost every feature of the Wii controller and Nunchuk. The gameplay involves rolling, swinging, or shaking the controllers to perform various actions such as opening doors, rescuing people, or escaping calamity. This game showcases the versatility of the Wii controller and Nunchuk.For those familiar with keyboard controls, this should not pose a problem. In Disaster - Day of Crisis, movement is handled using the Numkeys 5-8 keys: move forward (5), backward (2), left (1), and right (3). The camera can be controlled using Up, Down, Left, Right keys.In contrast to the emulated version, the classic extension simplifies Wii controls. For example, in Disaster - Day of Crisis, opening doors requires holding the G key for a set time then pressing S or A while still holding it down. This eliminates the need for an automatic roll function, making gameplay more accessible.Another example is the game's First Person Shooting Mode, which uses the mouse to aim and D key to shoot. This mode also features E key to hide behind cover and R key to concentrate.The classic extension offers a similar experience in other modes such as Driving Mode, where X key accelerates, Z key decelerates/reverses, T key turns left, and G key turns right. Rescuing people involves various actions such as bandaging wounds or performing CPR.However, some actions, like grabbing onto ledges to rescue people, require precise timing using the A or S key to tilt the controller left or right, followed by pressing Q key to shake it. Lifting objects to save people is not currently supported by the "Dolphin Wiimote New Incomplete" plugin.Okay, let's see. The user provided a list of game titles along with some hex codes and other numbers. They mentioned that this is an example, so I need to figure out what this data represents. First, looking at the structure. Each entry seems to have a game title followed by some hexadecimal addresses and values. The format is a bit inconsistent, but there are patterns. For example, entries like "60Hz" followed by hex codes, and others with "21:9" which I know refers to aspect ratios. The user might be looking for an explanation of what these codes mean, or maybe they want to know how to interpret this data.I should check if these hex codes are memory addresses, possibly from a game's memory map. The presence of "60Hz" and "21:9" suggests they might be related to display settings or frame rate adjustments. The numbers like 0x3FE38E39 could be values stored in memory, maybe related to resolution or aspect ratio settings. Another angle is that this could be data from a tool or a mod that changes game settings. The user might be trying to understand how to modify these values to adjust resolutions or frame rates. They might also be looking for guidance on how to use these codes in a specific game or context.Wait, the user included a lot of different games. Maybe they're compiling a list of codes for various games, and want to know how to interpret them. They might be a modder or someone trying to tweak game settings. Alternatively, they could be encountering an error or a specific issue with these codes and need help.I should also consider that some of these entries might be incomplete or have formatting issues. For example, the last entry ends with "Bloody" without the rest. Maybe the user intended to include more but it got cut off. To address this, I should explain that these hex codes could be memory addresses or values used to adjust settings like resolution or frame rate. The "60Hz" and "21:9" indicate specific display modes. However, without more context, it's hard to be certain. The user might need to provide more details about the game or the tool they're using. I should also mention that interpreting such data requires knowledge of the game's memory structure and possibly the use of memory editors or debuggers. If they're trying to apply these codes, they should be cautious to avoid corrupting game data. In summary, the user is likely looking for an explanation of what these hex codes and values represent in the context of game settings, possibly for modding or adjusting display options. They might need guidance on how to use this data effectively or troubleshoot issues related to it.The data you've provided appears to be a list of **hexadecimal memory addresses and values** associated with various video games, likely related to **display settings** (e.g., resolution, aspect ratio, frame rate). Here's a breakdown of what this might represent and how to interpret it:---### **Key Patterns Observed**1. **Hexadecimal Addresses**: - Entries like `04004500`, `04131AE4`, `04209320`, etc., are **memory addresses** in a game's executable or runtime environment. - These addresses point to locations in memory where specific values (e.g., resolution, frame rate) are stored or modified.2. **Values and Labels**: - **`60Hz`**: Indicates the game is set to run at **60 frames per second**. - **`21:9`**: Refers to a **ultrawide aspect ratio** (e.g., 2560x1080 or 3440x1440). - **`3FE38E39`** (and similar hex values): Likely **floating-point numbers** (e.g., 1.0, 0.5, or scaling factors) used to adjust resolution or aspect ratio settings. - **`38600000`** (and similar): Could represent **flags** or **bitmasks** for enabling/disabling features like anti-aliasing or fullscreen mode.3. **Game-Specific Context**: - The entries are grouped by **game titles** (e.g., *Baldur's Gate: Dark Alliance*, *BloodRayne*), suggesting these are **mod settings** or **cheat codes** for adjusting graphical or performance parameters.---### **Possible Interpretations**1. **Modding or Cheats**: - These values might be used in **memory editors** (e.g., Cheat Engine) to tweak display settings (e.g., forcing 4K resolution, enabling 21:9 aspect ratio) for games that dont natively support them. - For example: - `04209320 38600000` could set a flag to enable 60Hz. - `04490D7C 4017B426` might adjust resolution to 2560x1080 (21:9).2. **Performance Tweaks**: - The `60Hz` and `21:9` labels suggest these are **frame rate and resolution overrides** for games that may not support them natively (e.g., older titles or remasters).3. **Debug or Development Data**: - These could be **debug logs** or **internal settings** used during game development to test different display configurations.---### **How to Use This Data**1. **Memory Editing Tools**: - Use tools like **Cheat Engine** to locate these addresses in a game's memory and modify the values to adjust settings. - For example: - Change `04209320` from `38600000` to `38600001` to toggle a feature.2. **Modding Communities**: - These values might be part of **mod packs** or **config files** shared by modders to enable advanced display options.3. **Game-Specific Settings**: - Some games (e.g., *Baldur's Gate: Dark Alliance*) may have **configuration files** or **launch options** that allow you to force resolutions or frame rates. These hex values could correspond to those settings.---### **Notes**- **Incompleteness**: The last entry (`Bloody`) is cut off, so the full context is unclear.- **Game-Specific Variations**: The exact meaning of these addresses and values depends on the game's code structure and how it handles display settings.- **Risks**: Modifying memory addresses can cause crashes or instability. Always back up game files before experimenting.---### **Example: Interpreting a Specific Entry****Entry**: `BloodRayne 16:9 0445D1C0 00000001 60Hz 041A86CC 38600000 042061A0 00000014`- **`0445D1C0 00000001`**: Might set a flag to enable 16:9 aspect ratio.- **`041A86CC 38600000`**: Could be a 60Hz flag.- **`042061A0 00000014`**: Might adjust resolution scaling (e.g., 14% scaling).---### **Next Steps**If you're trying to use this data:1. **Identify the Game**: Confirm which game the entry belongs to.2. **Use a Memory Editor**: Try modifying the values in a game's memory to test their effects.3. **Check Mod Communities**: Search for mods or guides related to the game and these settings.Let me know if you'd like help with a specific game or further clarification! The latest gaming monitors are here, and they're packed with features to enhance your gaming experience. From fast response times to high refresh rates, these monitors are designed to provide a competitive edge in the world of esports.The Primal Fury 16:9 monitor features a stunning 2560x1080 resolution at 60Hz, perfect for fast-paced games like Bomberman Generation and Cel Damage. The 3440x1440 variant is ideal for strategic games like Chibi-Robo! and Cocoto Kart Racer. Other popular monitors include the Crash Bandicoot: The Wrath of Cortex and Dark Summit, both available in 16:9 resolutions at 60Hz.For those who prefer a higher refresh rate, the Conflict Desert Storm and Darkened Skye monitors offer 21:9 aspect ratios with fast response times and high refresh rates. These monitors are perfect for gamers who want to experience their games at the highest level of immersion and smoothness.The Crazy Taxi monitor is also worth mentioning, featuring a unique 16:9 resolution at 60Hz with impressive visuals and sound quality. Other notable mentions include the Defender and Digimon Rumble Arena 2 monitors, both available in 16:9 resolutions at 60Hz.Whether you're a professional gamer or just starting out, these gaming monitors are sure to enhance your gaming experience. With their fast response times, high refresh rates, and stunning visuals, they're perfect for anyone looking to take their gaming to the next level.The article appears to be a list of various video games, their resolution settings, and frame rates. The text is in hexadecimal format, with each line representing a game and its associated settings.After rephrasing the text in a more understandable format, here's what I came up with:#### Games and Settings1. **Disney's Tarzan Freeride**: 16:9 resolution (2560x1080), 60Hz, with optional 21:9 aspect ratio for enhanced visuals.2. **Doshin the Giant**: 16:9 resolution (3440x1440) or 21:9 (2560x1080) for immersive gaming experiences.3. **Evolution Worlds**: 16:9 resolution, optimized for smooth gameplay at 60Hz.4. **Final Fantasy Crystal Chronicles**: 21:9 resolution (2560x1080), available in both 3440x1440 and 2560x1080 resolutions.#### Other Games* **Finding Nemo**: 16:9 resolution with options for 60Hz or 21:9 aspect ratio.* **Fire Emblem: Path of Radiance**: Supports 16:9 resolution (2560x1080) and 21:9 (3440x1440), both at 60Hz.* **Fireblade**: Runs at 60Hz with a 16:9 resolution, available on multiple display settings.* **Freedom Fighters**: Features a 60Hz frame rate in all supported resolutions.#### Frantic GameplaySeveral games have fast-paced action and are optimized for:* **Gladius**: Smooth gameplay with a 60Hz frame rate across various resolutions.* **Godzilla: Destroy All Monsters Melee**: Combines intense battles with a consistent 60Hz performance.* **Hunter: The Reckoning**: Offers an immersive gaming experience at 16:9 resolution, up to 60Hz.#### Innovative Gameplay MechanicsSome titles offer unique gameplay mechanics:* **Ikaruga**: Unique gravity mechanic that allows players to control the movement and actions of their character with precision.* **Killer7**: Combines fast-paced action with innovative camera controls for an immersive experience.#### Family-Friendly FunGaming for all ages is represented by:* **King Arthur: The Truth Behind the Legend*** **Kirby Air Ride**: Features colorful gameplay, accessible to players of all ages.* **Mario Golf: Toadstool Tour**The Nintendo GameCube had a vast library of games, with many titles still beloved by gamers today. Some notable titles include Super Smash Bros. Melee, Animal Crossing, and The Legend of Zelda: Collector's Edition.The list of games provided appears to be a collection of various titles across different platforms, including console systems such as PlayStation, Xbox, and Nintendo. The resolution formats specified (16:9, 21:9) suggest that these are primarily designed for widescreen presentations, allowing for immersive gaming experiences on modern displays.A vast collection of games with impressive resolutions and graphics capabilities, showcasing the power of modern gaming hardware.The recent list of games with various resolutions and refresh rates has been released, showcasing the diverse range of options available for gamers. From popular titles like Wave Race: Blue Storm and Yu-Gi-Oh! The Falsebound Kingdom to more niche games such as Chaos Field and City Racer, there's something for everyone.The provided text appears to be a list of various games, including their resolution settings. After analyzing the data, it seems that each game has multiple resolutions listed for different screen aspect ratios.Some notable trends and observations from this dataset include:* Many popular franchises such as Nintendo (Super Mario, The Legend of Zelda, Pokmon), Sega (Sonic Adventure DX), and Capcom (Resident Evil) have their games represented in the library.* There are various game genres covered, including action-adventure, role-playing, racing, sports, and strategy games.* Several classic and older games from consoles like Nintendo 64, PlayStation, Game Boy Advance, and Sega Saturn are also included.###GAME RESOLUTIONS AND ASPECT RATIOSThe Legend of Zelda series has been updated with new 21:9 display codes, allowing gamers to take advantage of their wide-screen monitors. These codes were created by the Dolphin emulator team and can be used to play various games in a stretched format.The most notable update is the addition of 3440x1440 display codes for The Legend of Zelda: The Wind Waker and Twilight Princess. This allows players to experience the games on their wide-screen monitors, providing an immersive gaming experience. Note that not all games work with this setting, so it's recommended to check the game's settings before playing.Some users have expressed interest in creating 21:9 videos of these codes working, but a video has not been created yet. It's worth noting that the Dolphin emulator team is constantly updating and improving their software, so new features and updates are being added regularly.The original poster provided a tutorial on how to use 21:9 display codes, which can be found in the comments section of the post. This tutorial provides instructions on how to set up the display settings and play games in 21:9 mode.###ARTICLETo enable Action Replay codes with Dolphin Emulator, follow these steps:1.) Open "Dolphin.exe" and navigate to the folder containing your desired .ISO file.2.) Go to "Options", then "Configure", and select "Enable Cheats" in the General tab.3.) Right-click on the game you wish to use Action Replay codes on and go to "Properties". 4.) In the AR Codes tab, click "Add..." to input a name for your code and enter the decrypted code using GCNcrypt.5.) Hit "OK" once done entering your code and remove or edit as needed.I have an issue where when I try to play after getting an error message, it keeps crashing. The game doesn't let me keep playing, and it only closes if I repeatedly press OK. It's frustrating because every time I close the message, another one appears, and eventually, Dolphin will also shut down.I'm super thrilled that this project has finally come back to life! Huge props to everyone involved who made it happen. I'm beyond stoked to be working on it again Me too! I was getting really frustrated when the pack wasn't updated for ages, but now it's like a whole new world Mystic Pasta is totally awesome for adding all that fresh content, including a swanky new post office and town boards. Unfortunately, I don't have permission to edit my original post anymore because one of the threads I was on got deleted What a bummer! Hopefully, a mod can help me out and update the thread info so it's accurate again. The download link still works though, so you can still get the updated pack from there Last but not least, thanks for keeping an eye out for people who are trying to edit posts too soon Apparently, you need at least 50 posts under your belt to unlock more editing rights, otherwise you're stuck with a limited window. Oh well, it's not the end of the world deal!!!

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